HEROIC ACTION ADVENTURE GAME

FLYING WARRIORS

Martial Arts Tournament ADDITIONAL MODE

INSTRUCTION BOOKLET

CULTURE BRAIN™

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PRECAUTIONS

- This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Store the Game Pak in its protective sleeve when not in use.
- To avoid eye strain, play the game at a reasonable distance from the T.V.
- Always turn the power off before inserting or removing the cartridge from the Nintendo Entertainment System®.
- When playing the game for long periods of time, it is recommended that you take a 10 to 20 minutes break for every 2 hours of play.

Thank you for purchasing CULTURE BRAIN'S "FLYING WARRIORS"™.
for your Nintendo Entertainment System®
For maximum enjoyment, please read this Instruction Manual throughly before playing.

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STORY

Long time ago, Demonyx of the Dark Dimension attempted to invade Light Dimension.
After a long battle, the hero of the Light Dimension, Dragonlord · sealed Demonyx up by the power of the 'Mandara Talisman', and defeated the Dark Dimension.
However, Demonyx left the ominous prophecy.
"I will be back when the Red Evil Star appears."
Dragonlord sent five Flying Warriors to the ground, to prepare for the day of Demonyx's return.
Now . . .
The Red Evil Star appeared and the Soldiers of the Dark Dimension broke the seal which allowed Demonyx to return.
The battle between Dark Dimension and the Flying Warriors is about to begin . . .

CONTEXT OF THIS GAME

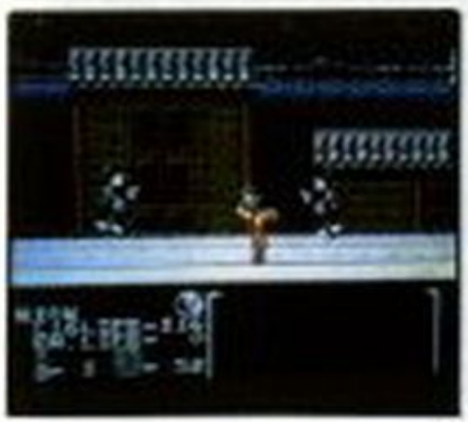
Flying Warriors has four major segments.

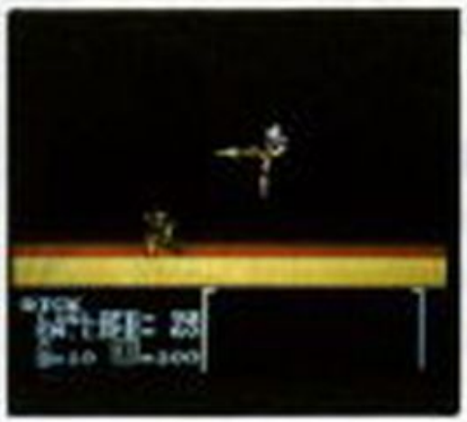
① The Journey Mode, with vertical and horizontal scrolling.

② The Battle Mode, lets you enjoy the thrilling fight action by implementing the "Shingan System".

③ The Command Mode, Experience the battle against monsters using commands.

④ The tournament mode, select the favorite one from among six different kinds of fighters and let maximum of eight people to participate.





LET'S START THE GAME !

Insert the cartridge into the Nintendo Entertainment System®, then turn the power on. After the title screen appears, press the 'Start button' to bring up the menu screen.

● SELECT MODE

If you want to continue where you left off, select the word "Password", then enter the password you got from where you last left off.

If you want to play the game from the beginning, select the word, "Start" then decide the difficulties of the game.

If you like action, select "Expert".
If you are not as confident of your skills, select "Moderate".
If you are beginner or not crazy about action, select "Beginner".
If you wish to run the tournament with your friends or family, select the "Tournament" mode.

●SELECT OPERATION

There are two kinds of Controller Operations.
The first is the 'Master' operation which requires that you have advanced skills to manage the controller. The other is the 'Standard' operation which is much simpler.

●'MASTER' OPERATION

This operation is for those who like action and martial arts.
You can enjoy the true enjoyment of 'Flying Warriors'!!

●'STANDARD' OPERATION

This operation is good for people who are not as skilled, or are beginners. It is very simple. In the battle mode, Artificial Intelligence (AI) lets everyone play skillfully.

WHAT IS THE 'PASSWORD' ?

It allows you to resume the last game from where you left off.

●TO GET THE PASSWORD

1. At the time of 'Game Over'.
When Rick's life is zero, the game is over. Select the command 'Passwords' to get the passwords.

2. Sub display in the Journey Mode.
Bring up the sub display to select 'Password'.

● *ENTER THE 'PASSWORD'*

Bring up menu screen, and select the 'password' menu . This will bring up the password menu. Enter the password exactly the way you note them.

If you enter the wrong word, cancel by pressing the B button. When you finish entering the password, move the cursor to the word 'End', then press the A button.

NOTE

The following won't be recorded when you use the password. Windy shoes, charm, bait, coin, the number of magic water, any experience points you gained between your current level and the 'next' level.

K.O. GAUGE

When this gauge is full, it'll sound the signal and you'll be able to use the supreme offense.

◀ The 'K.O. Gauge' won't go below 40.

●JOURNEY MODE

In Journey Mode, if you defeat the enemies, the gauge will increase. When the gauge fully charged (100 points), you'll be able to shoot 'Cosmic Saucer'. If you get hurt, the gauge will go down.

◀ COSMIC SAUCER

Press the B button to shoot. You can shoot up to 50 times as long as you don't get hurt.

Continue on after your 'K.O. Gauge' is full. It'll be easier to fight when you encounter the Battle Mode or the Command Mode.

●BATTLE MODE

As long as you defend yourself from the enemy's attack, your gauge will stay charged.

When the gauge is fully charged, you'll be able to use the supreme offense, the 'Hiryu-no-Ken'. If your enemies are fighters from the Dark Dimension, you'll be able to use the 'Mystic Spells' and 'Cosmic Saucer'

◀ If you are in a desperate situation, it's better to defend yourself until the 'K.O.Gauge' becomes fully charged, then use the 'Hiryu-no-ken' to overcome the enemies attack.

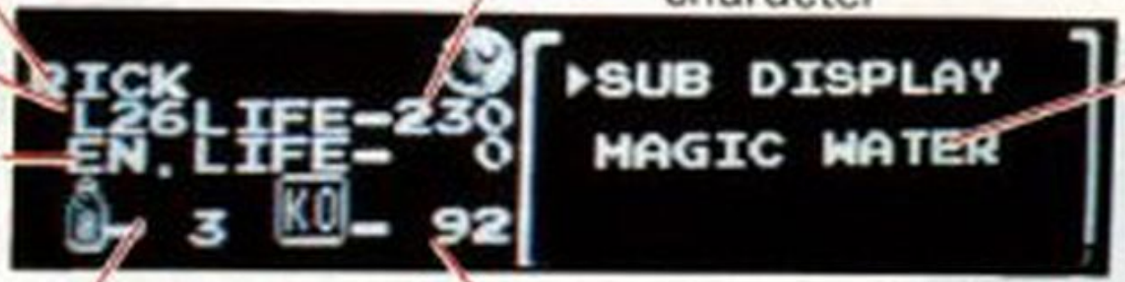
●COMMAND MODE

If the 'Mystic Spell' (select by command) hits the enemy, the gauge will charge up. You'll be able to use the 'Hiryu-no-ken' and inflict more damages to the enemies.

HOW TO PLAY 'JOURNEY MODE'

The main feature of the 'Journey Mode' is the vertical and horizontal scroll action. During your travel, various enemies will oppose you.

The details of the screen display.



Name of the character

Current level of the character

Remaining lives of the enemies

Number of 'Magic Water'

Remaining lives of the character

Message display area

Points of 'K.O. Gauge'

●COMMANDS

When you press the 'Start' button, various commands will show up on the message display area on the screen. Move the cursor around to the desired command by pressing the direction pad, and the Ⓐ button to select.

- **▶ Sub Display (Brings up the Sub Display.)**
- **▶ Magic Water (Use the 'Magic Water'.)**

● The information screen gives you exclusive advise for your game play. There are also several spots where they are hidden. Sometimes you have to go back to where you've visited, to get important information. Don't forget to check the information screen periodically.

● There are several people who will give you clues in each journey. The picture on the left shows one of the messenger at 'Karn village'. To talk to these messengers, you must get close to them, and press the Ⓑ button. There are more people you will encounter during your journey, so listen to people carefully.

'STANDARD' OPERATION – JOURNEY MODE –

▶ Ⓑ button ··· Attack

▶ Ⓐ button ··· Jump

▶ Control Pad

✚ ··· Move

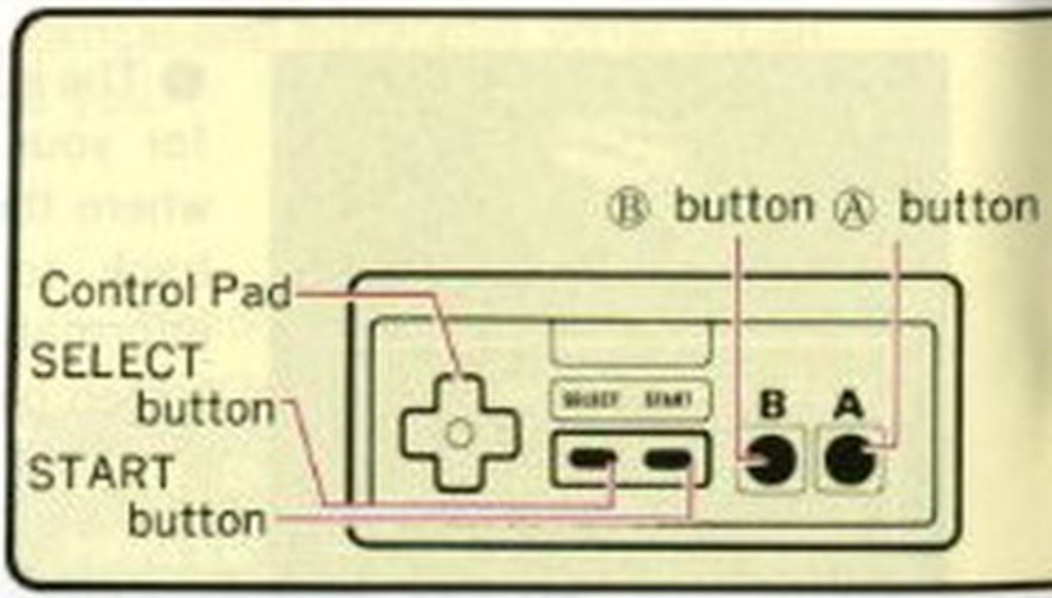
✚ ··· Jump Vertically

✚ ··· Squat Down

✚ + Ⓐ Ⓑ ··· Cyclone Kick

✚ + Ⓐ ··· Get down from the stand position

✚ + Ⓑ ··· Upper Punch



If you press the up direction on the control pad in front of the door, you'll be able to enter another room.

The various items are hidden inside the blocks which you can break down with punches or kicks.

'MASTER' OPERATION-JOURNEY MODE

●SELECT BUTTON
Uses the 'Magic Water'

●START BUTTON
Pauses the game, and brings up the command of 'Sub Display' and 'Magic Water'.

The 'start' and 'select' buttons operate the same way in both of the 'standard and 'master' mode.

While you jump, you can punch by pressing the A button, and kick by pressing the B button.

It's desirable to damage enemies who are in the air and/or get on rocks you can't reach.

▶Ⓑ button···Kick

▶Ⓐ button···Punch

▶Control Pad

✚+ⒶⒷ···Jump

✚···Move

✚···Jump Vertically

✚···Squat Down

✚+ⒶⒷ···Cyclone Kick

✚+Ⓐ···Get down from the stand position

✚+Ⓑ···Upper Punch

ITEMS

● **MAGIC WATER I . . .**
Recovers your physical strength as soon as you grab it.

● **MAGIC WATER II . . .**
You can collect up to ten bottles during the 'Battle'.

● **K.O. GAUGE . . .**
Increase the K.O. Gauge immediately after you grab it.

● **MYSTIC CRYSTAL . . .**
After you grab it, you'll be able to crash into enemies to give damages.

● **WINDY SHOES . . .**
It lets you go back to places you've visited before.

● **CHARM . . .**
It prevents the enemy's common soldier to show up.

● **BAIT . . .**
It attracts the enemy's common soldier.

● **ANGEL'S ROBE . . .**
Take it to the Angel. There may be something good waiting for you . . .

● **BRACELET . . .**
A necessary item to defeat the Boss Phantom.

● **TABLET . . .**
It'll open the door hidden behind of the water falls located inside the ruins.

● **MARADORA'S JAR . . .**
If you save it, you could receive an important item.

● **COIN . . .**
Used for barter.

● **ORB . . .**
Select it from the Sub Display. (for further details, please see page 18).
It's the important part of the 'Mandara Talisman'.

● **DRAGMA . . .**
There are five pieces and is necessary to complete the 'Mandara Talisman'.
Everytime you collect a piece, the power of the 'Hiryu-no-Ken' will increase.

● **ARMS . . .**
'Mystic Spells' reside in the arms.

● **MIRROR . . .**
It'll repel the enemy's 'Mystic Spells'.
There are five different kinds for each group of enemies.

SUB DISPLAY

You can bring up the 'Sub Display' only when you are on the 'Journey Mode'.

In each 'Journey', press the 'Start' button and select 'Sub Display' then press the Ⓐ button.
To resume the game play, press the Ⓑ button.

●'ORB'

▶ COURAGE

In the 'Journey Mode', it'll blink at the enemies who hide the important items or at the item itself.
In the 'Sub Display', it'll tell you how to reveal the true color of the enemy who is disguised as a fighter.

▶ WISDOM

You have the ability to predict.

▶ JUSTICE

When you forget to pick up the important items, it'll let you travel through by mystic power.

▶ LOVE

It'll tell you what is missing to complete the 'Mandara Talisman'.

● **ITEMS (TOOLS)**
There are two commands 'Use' and 'Check'.
If you select 'Check', then all the items you currently have will be shown.
If you select 'Use',then all the items you can use during the 'Journey' will be shown.
To activate the item, move the cursor to the desired item, then press the A button.

● **MYSTIC SPELL**···
Displays 'Mystic Spells' available to each Flying Warriors.

● **EQUIPMENT**···
Displays the obtained weapons.

● **PASSWORD**··· To obtain the 'Password' for the current game play, move the cursor to the 'Password' then press the A button.
(For further details, please read page 8)

●**MANDARA TALISMAN**··· Displays the collected 'Mandara Talisman'.

●**MIRROR**··· Number of mirrors you have.

●**'EX'**··· Experience points.

●**LEVEL**··· Level of the life power and the offense power. It'll increase as your experience points increase.

●**LIFE**··· The maximum point of your life at the current level.

●**ATTACK**··· The damage power affect to the enemies.

● **Dragma**··· Indicates the number of the 'Dragma'.

BATTLE MODE

The details of the screen display.

● TRANSFORMATION

When you fight against the tusk soldier, select command 'Transform'. That'll let Rick and his allies transform into the Flying Warriors.
After the transformation, you'll be able to use the 'Mystic Spells' and upgrade the 'Hiryu-no-Ken'.
To escape the dimension of the battle, you must defeat the enemies.
The 'Battle Mode' takes a new turn with Culture Brain's original 'Shingan System'.

● COMMANDS IN THE BATTLE

If you press the 'Start' button, various commands will appear on the screen.

▶ **TRANSFORM**···When the enemy reveals his true color, you can transform your character by using this command.

▶ **MAGIC WATER**···It'll recover your physical strength.

▶ **ALLIES**···When you engage in the battle against the fighter from the Dark Dimension, you can change places with allies anytime after you find them.

※ ADVICE

① Use 'Magic Water'.

② Each enemy has own specialty. Depending on the enemy, 'Mystic Spells' and the 'Hiryu-no-ken' will have the different effects. Find out the characteristics of each enemy and devise a strategy.

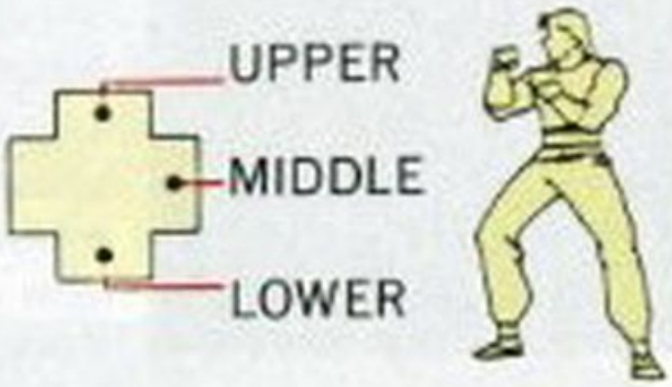
THE BATTLE MODE—SHINGAN SYSTEM—

Culture Brain created the 'Shingan System' which is implemented in the 'Defense' for realistic fighting action.

We'll show you the difference from the conventional system. After the strict practice, Flying Warriors can open the 'Mind's Eye' and see the weakness 'RED Star' of enemy as well as their own.

Example 1 : Defense
The 'RED Star' appears on your upper body, quickly defend your upper body.

Example 2 : A chance to attack.
The 'REDstar' appears on the enemy's middle body. Attack the enemy's middle body.



As you can see from the examples, both the attack and defense are performed on three major parts of the body, upper (head), middle(stomach), and lower (legs).

Select the position you wish to attack or defend by pressing the control pad.

When the 'RED star' shows up on your body, you should defend it. If you try to attack the enemy, he'll counter. You should try to attack only when the star appears on enemy's body. If you defend properly, your 'K.O. Gauge' will increase, thereby allowing you use the supreme offense skill, the 'Hiryu-no-Ken'.

●MORE 'STARS'

The 'Red star' is not only the 'star' the Flying Warriors can see. There are three more marks.

●'THE BLUE' STAR

Indicates that you can inflict more damage to the enemy than the 'Red Star'. However, the appearance of this mark is different depending on your enemy.

●'HIKOU STAR'

Is the ultimate mark which means you have the chance to defeat the enemy with one blow. It is difficult to get this mark.

●'RUSH MARK'

Indicates a chance to attack continuously without any interruption. When you get this mark, press the Ⓐ or Ⓑ button to throw various skills automatically.

'MASTER' OPERATION-BATTLE MODE

● DEFENSE

DEFEND UPPER	DEFEND MIDDLE	DEFEND LOWER
✚ Squatting will be used occasionally.	✚ or ✚	✚

● PUNCH

UPPER PUNCH	MIDDLE PUNCH
✚ with A button	✚ with A or ✚ with A

* Only use the A button also.

● KICK

UPPER KICK	MIDDLE KICK
✚ with B button	✚ with B or ✚ with B * Only use the B button also.

● SUPREME SKILLS

CYCLONE KICK	ROLLING KICK
✚ with A B	A B

LOWER KICK

+ with B

SPINNING GROUND KICK

+ with A B

● Special Moves

TRICK THROW	SQUAT	JUMP
+ with A B	+	+ with A B or + with A B

● SPECIAL SKILLS

SHAKE YOURSELF	HIRYU-NO KEN	COSMIC SAUCER
Press + and + repeatedly	+ with A B while your K.O. Gauge is full.	+ with B K.O. Gauge must be full to use Cosmic Saucer.

● MYSTIC SPELL

After he / she is transformed, and the K.O. Gauge is fully charged.

+ A

Press the darkened portion on the +

'STANDARD' OPERATION-BATTLE MODE

● DEFENSE

If you press on either the right or left side of the control pad, it'll automatically defend.

● KICK

Kicks automatically if you press the B button.

● PUNCH

Punch automatically if you press the B button.

● SUPREME SKILLS

CYCLONE KICK	ROLLING KICK
✚ with A B	A B

● Special Moves

TRICK THROW	SQUAT	JUMP
✚ with A B	✚	A

● MYSTIC SPELL

After he / she is transformed, and the K.O. Gauge is fully charged.

✚ + A

● SPECIAL SKILLS

SHAKE YOURSELF	HIRYU-NO-KEN	COSMIC SAUCER
Press ✚ and ✚ repeatedly	✚ with A B while your K.O. Gauge is full.	✚ with B K.O. Gauge must be full to use Cosmic Saucer.

Press the darkened portion on the ✚

SPINNING GROUND KICK
✚ with A B

The battle with the soldiers from the Dark Dimension will take place in the different dimension. At that time, the real power of Flying Warriors will be in full play.

TRANSFORM—
Rick transforms in to the Flying Warrior.

ALLIES—
After your allies (Flying Warriors) join you, you can select one of them to play.

MYSTIC SPELLS—
Select the desired and most effective 'Mystic Spell' from among them that available to the current Flying Warriors.

WHAT IS THE 'MYSTIC SPELLS' ?

●MYSTIC SPELLS

The great natural forces handled by the divine existence in the battle between the Light Dimension and the Dark Dimension. After Rick and his allies are transformed, and the K.O. Gauge is fully charged, you'll be able to use 'Mystic Spells' by pressing the upper direction pad and the A button.

●TO POWER UP THE 'MYSTIC SPELLS'

The 'Mystic Spells' reside in the arms of the Light Dimension. If you obtain more powerful arms, the power of 'Mystic Spells' will increase.

●DEFENSE POWER OF THE 'MYSTIC SPELLS'

The power of the enemy's 'Mystic Spells' are also very powerful. You can't just defend them. The 'mirror' is the only item that'll repel the 'Mystic Spells'. Be sure that you get it.

COMMAND MODE

In 'Command Mode', your strategies will determine your victory or defeat.
This mode consists of offense turns and defense turns that'll take each turn repeatedly.

● COMMANDS IN THE OFFENSE TURNS

▶ MYSTIC SPELLS

Select the 'Mystic Spells' you have obtained. In this mode, you can use 'Mystic Spells' even though your 'K.O. Gauge' does not indicate '100'.

▶ HIRYU-NO-KEN

You can use it only when the 'K.O. Gauge' indicates '100'.

▶ ALLIES

You can alternate your current character with your allies who have joined you.

● COMMANDS IN THE DEFENSE TURNS

▶ **BARRIER**···

Covers the shield to defend attacks from the enemies.

▶ **ESCAPE**···

Lets you escape from the Monster's dimension.

▶ **MAGIC WATER**···

Recovers your physical strength.

TOURNAMENT MODE

'Tournament Mode' is a completely independent mode of the game. It'll let you select a favorite fighter among six different kinds of martial artists, and compete against each other in the manner of the tournament. You can play this mode from one to eight people.

① Decide the fighter's name

Select the desired letter by pressing the upper control pad, then press the A button to select. Press the B button to cancel your selection.

You can enter up to four letters, but you can have any number of letters by pressing the A button immediately after the letter.

② To select the fighter

After entering the name, select the fighter from six martial artists by pressing the direction pad and the A button.

(To cancel, press the B button.)

③ To select next fighter

Move the cursor by pressing the direction pad to the word 'NEXT' then press the A button. If you wish to cancel your selection, select the word 'RETRY'. If you wish to start the game, select the word 'START', then press the A button.

RULES

1. The odd number on the tournament chart will be the controller 1.
The even number will be the controller 2.
2. The limit is three minutes.
3. If one or three players participate, the person who chooses the odd number will fight against the computer.
If five or six players participate, the seventh and eighth fighters will be managed by the computer.

●Judgment

If your opponent's life becomes zero, you win the match.
If the match time is over, whoever has more lives wins.
In the event of a tie, a play-off will be held automatically.

To make the match more challenging, don't dodge the opponent's attack by squatting still, or standing still on the rope when you are the martial artists.

KUNG-FU	WRESTLING	BOXING
KUNG-FU He is the same person as Rick who is in the main game. He is very easy to control, and has various offensive skills. He could throw the opponent after an upper defense. If you are familiar with him, select the 'KUNG-FU' !	**WRESTLING** He will overwhelm you with his explosive power and strength from his huge body ! If his upper punch hits you, he'll give you the 'Neck Hanging Tree'.	**BOXING** He can't throw nor kick, but his heavy punches and prompt footwork are first-class. His supreme upper punches and other offenses skills attract many game expert.
'Hiryu-no-Ken' You must be familiar with it already. There is 'Double Speed Hiryu-no-Ken' available, also.	**'Jumping knee attack !'** Also known as the 'Giant Bomber'	**'Killers Typhoon'** He'll throw out several punches within a second! Impossible to dodge!
Strategy: There is no notable weak points, so you must take the advantage of your fighter's strong points and attack him.	**Strategy:** He is not capable to making small turns and lower attacks, so keep an eye on the attack from the upper and the middle.	**Strategy:** He doesn't use lower attack nor have a high jump, so you can defend yourself easily. Attack with your supreme offense skills.

After the 'K.O.Gauge' becomes full, you can use the Supreme Offense skills by pressing the upper direction pad and the A and B button.

MARTIAL ARTS	KICK BOXING	KARATE
MARTIAL ARTS The all-around fighter, born by modern technologies. It has gorgeous and various skills. If his middle attack hits you, he can use 'Brain Buster'. Most of all, he has two supreme offensive skills.	**KICK BOXING** The formal name is 'Mue-Thai', and has the reputation of being the world's most powerful standing fights. The sharp kicks and strongest defense plain but standard. His 'Elbow Knock' during close fighting is a very efficient skill.	**KARATE** This is the representative of Japanese martial arts and is very popular worldwide. It's good balance and tough defense are as good as 'KUNG-FU'. It is very good at during close fight, and its supreme 'Triangle Jump' has the highest hit rate.
'Hurricane Kick' After he's on rope, press the A button. He'll throw the 'Revolutional Kick'. **'Flying Body Attack'** Crash into the opponent from the bottom. (Press only A or B button)	**'Jumping Knee Kick'** During close fighting this offense skill is matchless !	**'Triangle Jump'** He can jump over the rope and throw a sharp kick !!
Strategy: Don't keep the distance by half, attack briskly.	**Strategy:** His defense is tough and it is good at close fight, so don't get too close to him.	**Strategy:** It's not fast, so rapid attack is effective. Be aggressive.

STRATEGIES

① PRACTICAL USE OF ITEMS.

During your 'Journey', if you encounter more enemy soldiers than you can handle, use the 'Charm' to prevent them from appearing.
If you use the 'Windy Shoes', you can warp to further places even from the start position.
(However, your available destination points are fixed, and limited to only the places you've been before.)

② LISTEN TO WHAT THE ORB SAYS.

You can get important information from the ORB. Obtaining new ORBs and listening to them in each stage.

The information tells you how to clear the stage, so don't miss them. (You can only obtain them during your 'Journey'!)

③ MASTER THE 'CYCLONE KICK'!

To clear the 'Journey' smoothly, use this technique.
Press the A and B button and the up direction on the direction pad simultaneously.
This is especially useful for you to get on the stand located either right or left from you.
However, while you are in the air, if you touch the enemy, you'll fall down immediately.

④ HOW TO ENTER THE DOOR

In the 'Journey', you'll find several doors. Behind these doors, there is another road, or people who have significant information awaiting you.
To enter, stand in front of the door, and press the up direction pad.

⑤ CLEAR PLAN

Round 1 :
Return the lost robe to the Angel.
Round 2 :
Defeat the Boss Phantom !
Round 3 :
Defeat Narga, and defeat enemies who await you at the laboratory.
Round 4 :
Enter into the enemy's headquarters and seal Demonyx !

⑥ HOW TO SKIP THE OPENING DEMONSTRATIONS

Press the 'Select' button while pressing the A button.

⑦ HOW TO SKIP THE STORY

After the screen displays the background story, press the 'Start' button to skip it.

OPERATION CHART

●STANDARD MODE

Ⓐ···JUMP

Ⓑ···ATTACK

✣···MOVE OR DEFEND

	✣ PAD	B A	B A	B A
✣		PUNCHING KICKING	JUMP	MIDDLE SPECIAL TECHNIQUE
✣ + Ⓐ	UPPER DEFENSE (Jumping)	UPPER PUNCH KICK	JUMP	UPPER SPECIAL TECHNIQUE (Hiryuno Ken)
✣ + Ⓑ	DEFENSE (Walk)	MIDDLE PUNCH KICK	RIGHT ↗ JUMP ↖ LEFT	RIGHT ↗ JUMP ↖ LEFT
✣ + Ⓑ				
✣ + Ⓐ + Ⓑ	LOWER DEFENSE (Squat)	LOWER KICK		LOWER SPECIAL TECHNIQUE

●MASTER MODE

Ⓐ···PUNCH

Ⓑ···KICK

✣···MOVE OR DEFEND

	✣ PAD	B A	B A	B A
✣		MIDDLE KICK	MIDDLE PUNCH	MIDDLE SPECIAL TECHNIQUE
✣ + Ⓐ	UPPER DEFENSE (Jumping)	UPPER KICK	UPPER PUNCH	UPPER SPECIAL TECHNIQUE (Hiryuno Ken)
✣ + Ⓑ	MIDDLE DEFENSE (Walk)	MIDDLE KICK	MIDDLE PUNCH	RIGHT ↗ JUMP ↖ LEFT
✣ + Ⓑ				
✣ + Ⓐ + Ⓑ	LOWER DEFENSE (Squat)	LOWER KICK		LOWER SPECIAL TECHNIQUE

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary the user should consult an experienced radio/ television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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